

Nathan Yan

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I am a product-oriented engineer, looking for the next project and passionate userbase to develop for - whether they be an end users of an app, or developers consuming an API. As a product owner for my own games platform, I enjoy developing user stories and working for teams that incorporate a strong feedback loop. I look forward to building out intuitive product experiences tailored for user delight.

Outside the office, I am an avid backcountry hiker, skier, and photographer (see my stuff! thedustyrover.com). I am eager to make new friends with team members, and love introducing people to new interests! In the past I've also organized ski retreats, camp trips, and fantasy draft parties with coworkers. I'm eager to join in on a workplace that's also a community, and hope to contribute further to that culture.

WORK EXPERIENCE

Creator - Fantasora (fantasora.com) (February 2014 – Present)

- Developed fantasy game hosting platform (e.g. fantasy baseball, but open-ended schema)
- Stat-tracking for players, rosters, with category- and time-segmented scoring events
- Live draft interface, player transactions, user comments and scoring submissions
- Community Admin for Game of Thrones fantasy game
- Hosted ~3000 users for GoT 2017 season

Senior Software Engineer - LinkedIn (August 2014 – July 2016)

- API developer for Feed backend serving LinkedIn's mobile apps (Android, iOS, Mobile Web)
 - Team lead for Feed API, member of Architecture Review committee for all API models and endpoints
 - Java, Play framework, Rest.li framework, Pegasus data schema (similar to Avro)
 - Served on design review committee, advising and approving new API endpoints and models
- Full stack developer for LinkedIn Homepage rebuild
 - Scala, Play framework, JS (jQuery), CSS (Sass), HTML5

Software Engineer - Autodesk and Live Gamer (acquired) (June 2010 – August 2014)

- Developer for core transaction platform – handled payments, subscriptions, and entitlement tracking
 - Java, JAX-RS, JAXB, JPA/Hibernate, Oracle/PLSQL, MariaDB/MySQL
- Frontend developer exp. for customer integrations – payment/store interfaces, web services integration
 - PHP, Java, JS (jQuery), CSS, HTML
- Scrum master experience for customer integration team

Photography Course Instructor – University of California, Berkeley, CA (Aug 2007 – May 2010)

Photo Editor, Staff Photographer – The Daily Californian, Berkeley, CA (Sep 2006 – May 2010)

EDUCATION

University of California – Berkeley, Berkeley, CA | Class of 2010

Bachelor of Science, Electrical Engineering & Computer Science (EECS)

SKILLS

- **REST API design:** worked on building 3 major APIs from scratch, served on design review committee and experienced in modeling discussions for endpoints and return structures
- **Performance:** Experience debugging perf issues at different scales and layers – slow/blocking JS, concurrency opportunities in API clients, strategies for avoiding cold caches, DB slow query debugging
- **Code Review:** as ACL gatekeeper for LinkedIn Feed API, reviewed/approved submissions and ran office hours, which involved educating team members and external developers on best practices, software patterns, codestyle. Onboarded members onto our ACL. (ReviewBoard and GitHub code review)
- **Web UI:** End-to-end, rendering static mocks to interactive demos and working sites
- **Relational DB:** plenty of exp. writing queries and designing new tables. Learning more on perf side.
- **Server Admin:** comfortable working with Linux, Apache, log grepping, Bash/Python/Perl scripting
- **Scrum:** Comfortable working in Scrum process, some Scrum master experience
- **Teaching:** Developing lesson plans, lectures to 100+ audiences, leading discussion, tech demos
- **Imaging Science:** taught course at UC Berkeley for 3 years – optics, digital imaging, camera tech
- **Digital Imaging:** Extensive experience with Adobe Photoshop, ACR, Indesign, Premiere, Lightroom
- **List of projects** (mostly college): thedailynathan.com/projects